

SNS-6L-USA



Instruction Booklet

SUPER NINTENDO
ENTERTAINMENT SYSTEM

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Beldor the maleficent reigned as a
despot over the kingdom of Sellech for one
thousand years. All was **chaos** and
destruction. Many knights went on
a final crusade to destroy Beldor but none
returned. The people united, built
energized heroes and imprisoned Beldor's
soul. Now, Clovis, corrupt son of the King
of Sellech, wants to harness Beldor's
power and **conquer** the kingdom.
Only you can free the people of Sellech,
and keep Clovis from resurrecting the evil
power and curses of Beldor.



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Starting the Game

To open the doors to the mystical kingdom of Sellech, insert the "Legend" game pak into your Super NES and turn on the power.

The Seika logo will appear followed by the Title Screen. If you do not press a button within a few seconds, a short demonstration of the game will be presented. Selection of the one or two players mode may be made by pressing "SELECT." Press Start to begin your treacherous adventure.



Game Options

The Option Screen allows you to customize the game to your personal preferences. To select "OPTIONS" in the main menu, use the up and down directions on the control pad to highlight the word and then press "START."



Game Level

This determines the level of difficulty for the game (Easy, Medium, Hard). At higher levels of difficulty you will also be given more chances of continuation as shown:

Easy	4 continuations
Medium	5 continuations
Hard	6 continuations

PL1 Color

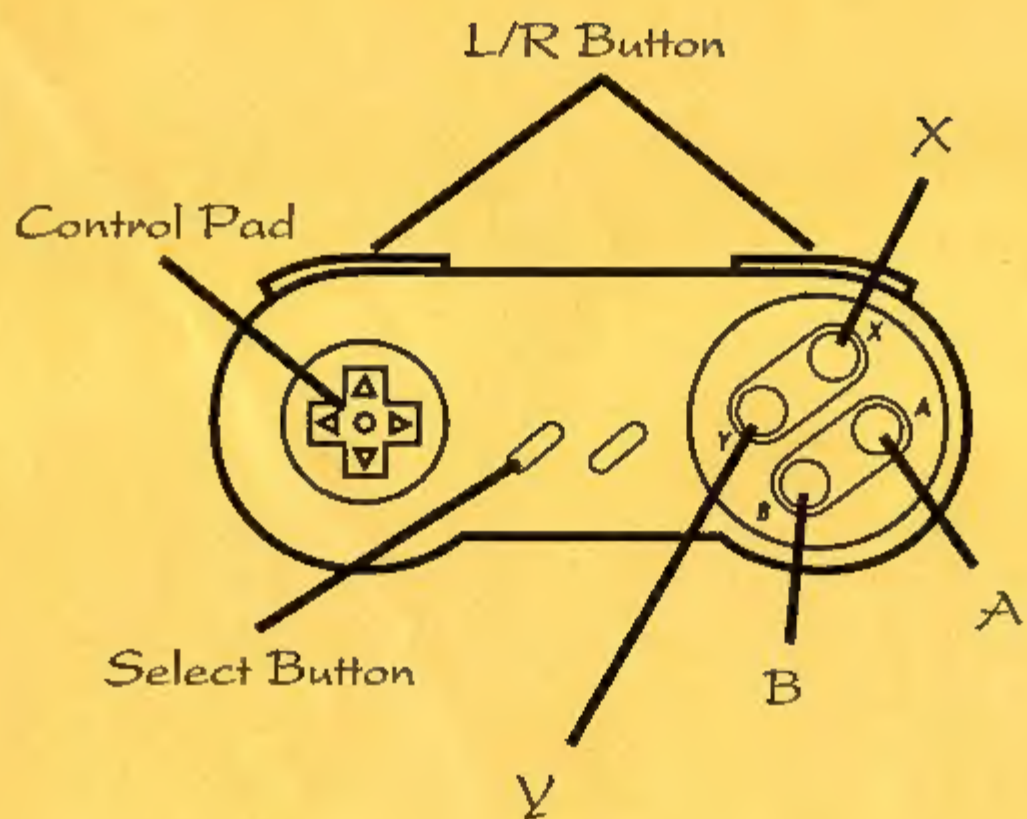
This option will allow you to choose from three colors for the player knight.

Share Lives

You have been granted the option of having two players battle at the same time during the game. This option is recommended for those who cannot face Clovis' powers alone.

When all options have been selected and you are satisfied with your option set-up, select exit to take you back to the main menu screen and select "Start Legend."





Controls

Select Button: Pauses and unpauses the game

Y Button: Action/Sword

B Button: Jump

X Button: Special Weapon

A Button: Magic Spell

L/R Button: Shield

Controls (Combinations)

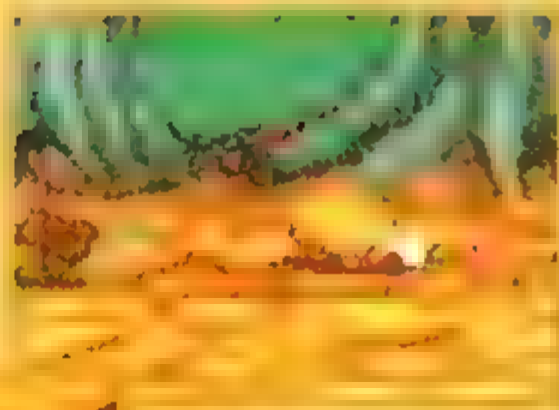
B + Y: Jump & Swing Sword

B + (Y & Directions): Jump and Kick



Screen Layout

- a. Character's Name
- b. Your Lives - Credit
- c. Extra Force (0 at beginning)
- d. Energy Bar
- e. The Score
- f. Number of Magic Phials collected
- g. Timer



1



2



3

Bonus Items

During your quest, many of the enemies you will be fighting off may lose bonus items from their pockets when they are defeated. These can be picked up by simply walking over them.

Bonus Items:

- | | |
|---------------|-----------------------------------|
| (1) Drumstick | Adds one point to
your energy. |
| (2) Gold Bag | Gives you fifty
points. |
| (3) Bread | Adds one point to
your energy. |



4



5



6



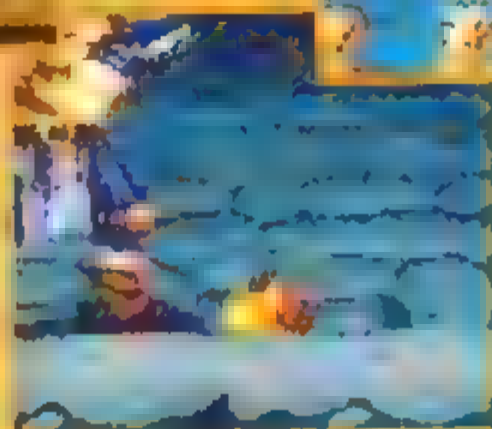
7



8



9



10

(4) *Magic Phial* Two are needed to activate
Magic Spell (maximum of
nine can be collected).

(5) *Gold Key* Opens Chest in Bonus
Stages.

(6) *Gold Coins* Gives you fifty score points.

(7) *Extra Force* Increases your power (up to
three can be collected).

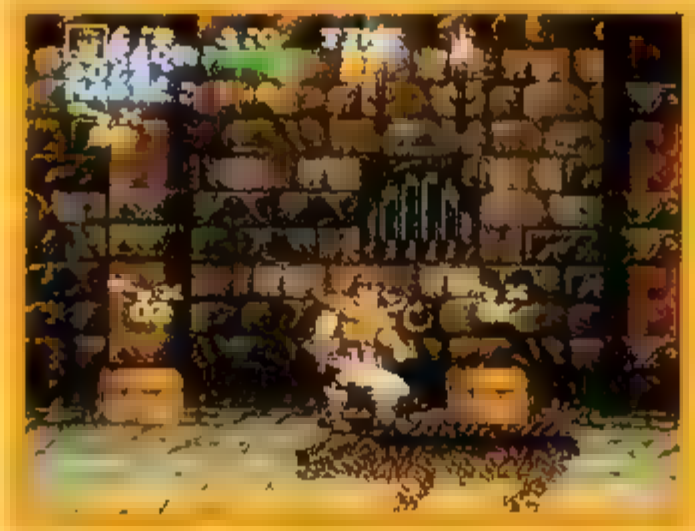
(8) *One-Up* Extra Life.

(9) *Necklace* Gives you fifty points.

(10) *Apple* Adds one point to
your energy.



Gold Coins Bonus Stage



Chest Bonus Stage

Bonus Stage

As a reward for your accomplishments during the game, two types of Bonus Stages are offered.

Gold Coins Bonus Stage

Collect as many gold coins as quickly as possible.

Chest Bonus Stage

Use the keys you have collected to open the chests and take the bonus items in them.

If you feel you are a true, daring warrior you may skip the Bonus Stage by pressing "START."

Words of Wisdom

• The enemy is cunning and can quickly surround you, so don't spend too much time in one area.

* Attacks from behind are frequent. Use of the "reverse hit" will help you avoid such attacks.

* The enemy is a brute force with no remorse. Collecting all of the bonus items will improve your conquest.

* Save the Magic Spells for the BJC BOSSES, for you will definitely need them.

* Defending yourself is an element of victory. The shield has been given to you to do just that.





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